

FIG. 1 is a perspective view of a device for detecting a target object in a field of view. The device includes a camera 12, a processor 21, and a display 31. The camera 12 is positioned to capture a field of view, which is processed by the processor 21 and displayed on the display 31. The display 31 shows a target object 21, which is a star-shaped object. The device is shown in a perspective view, with the camera 12, processor 21, and display 31 arranged in a line. The target object 21 is shown in the field of view of the camera 12.

Fig 1

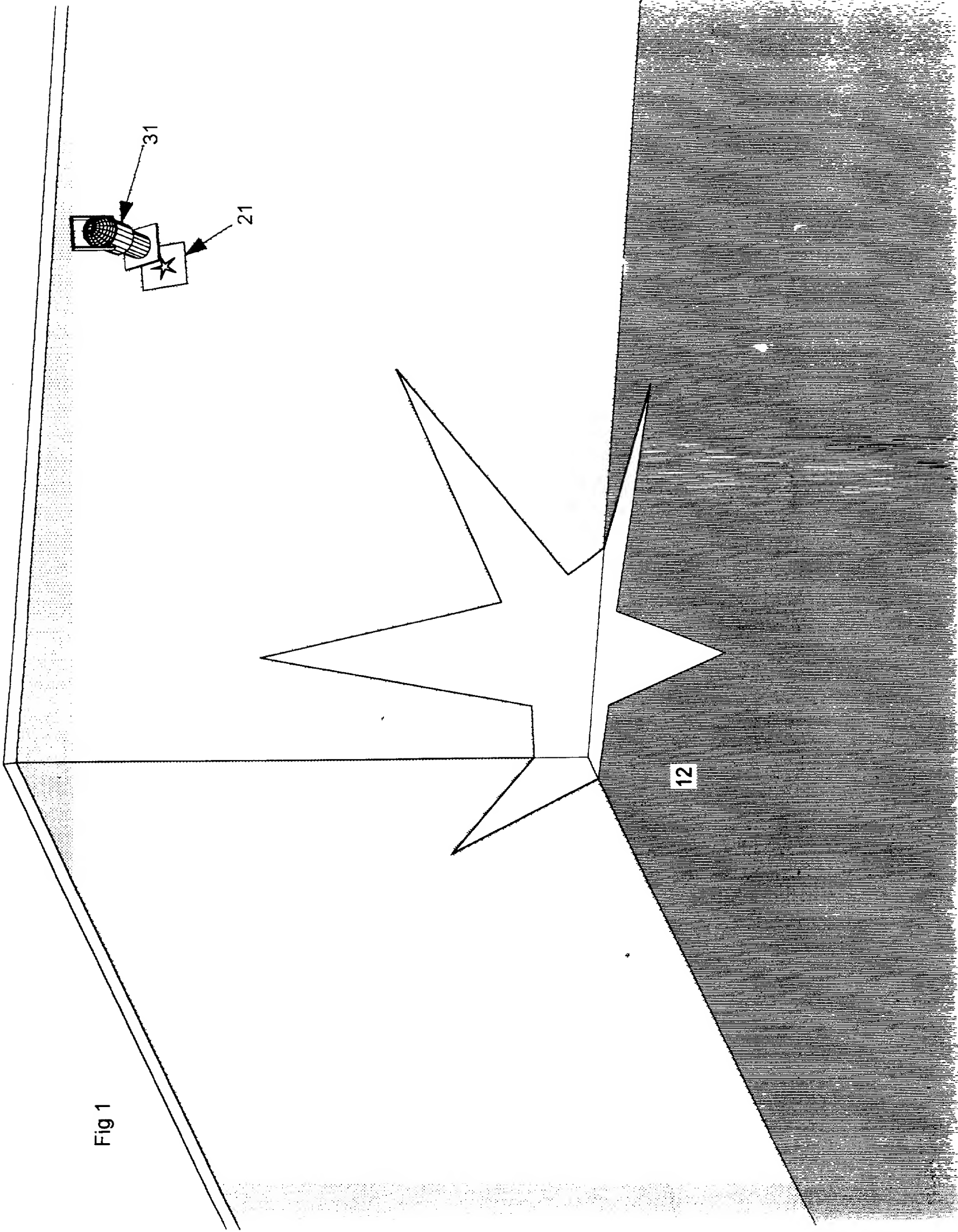
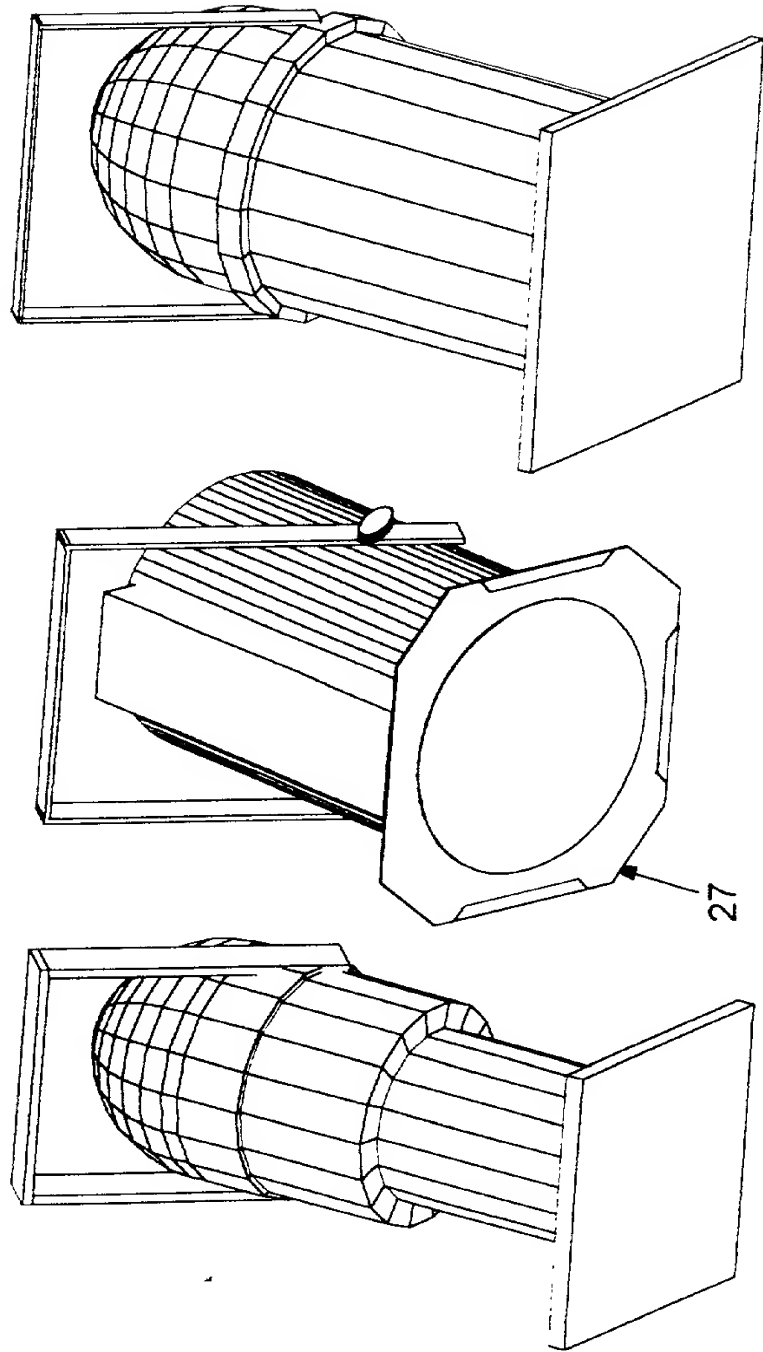
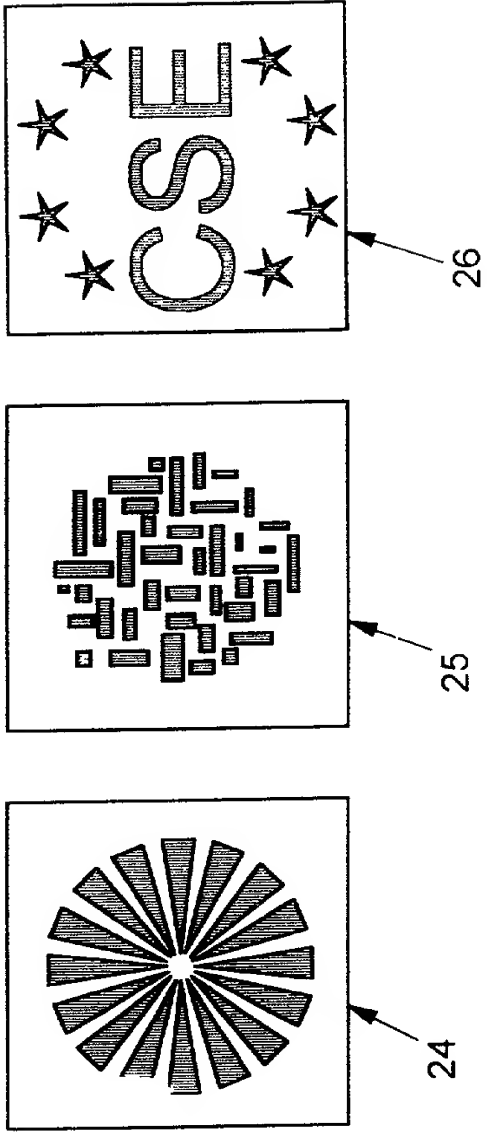
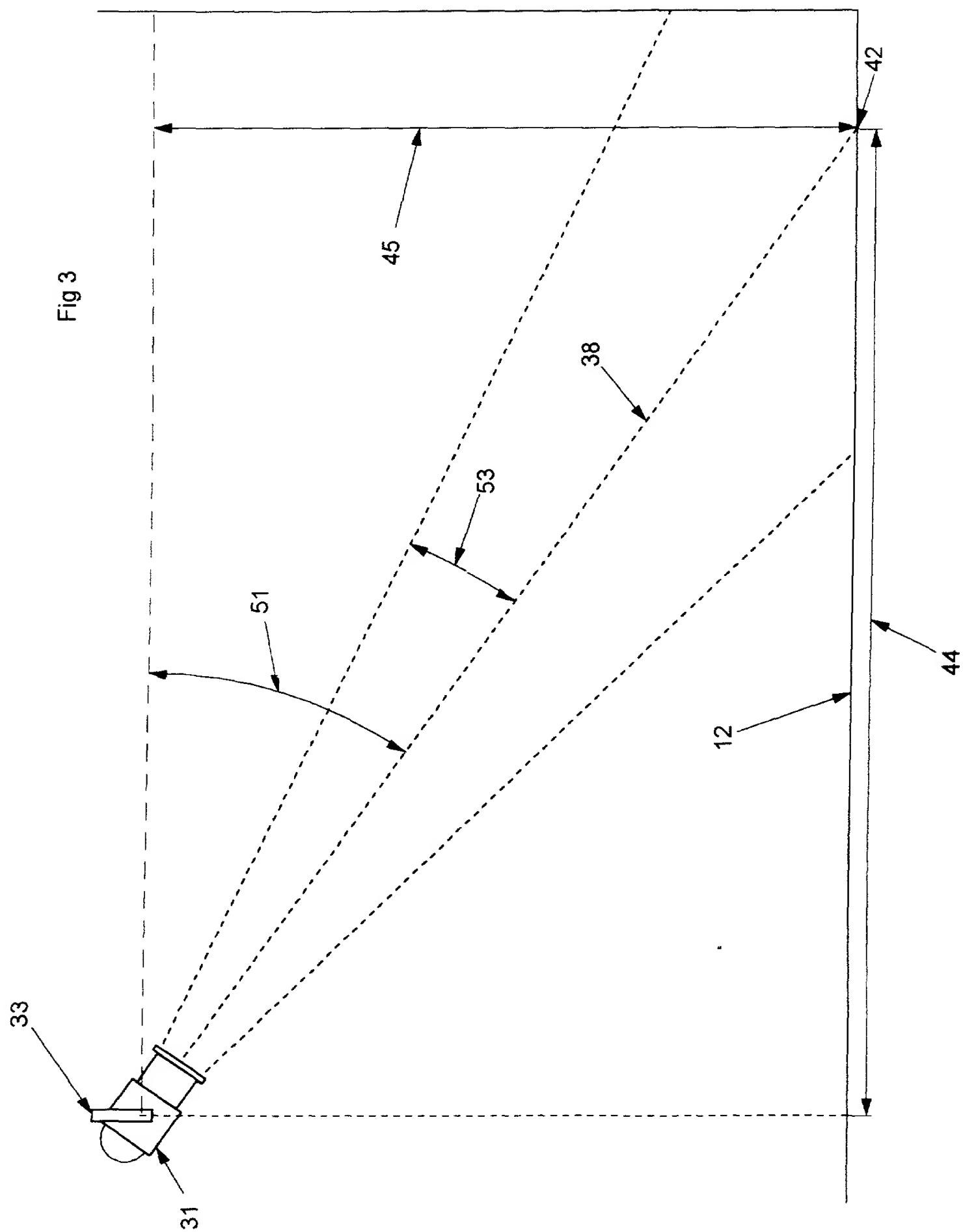


Fig 2





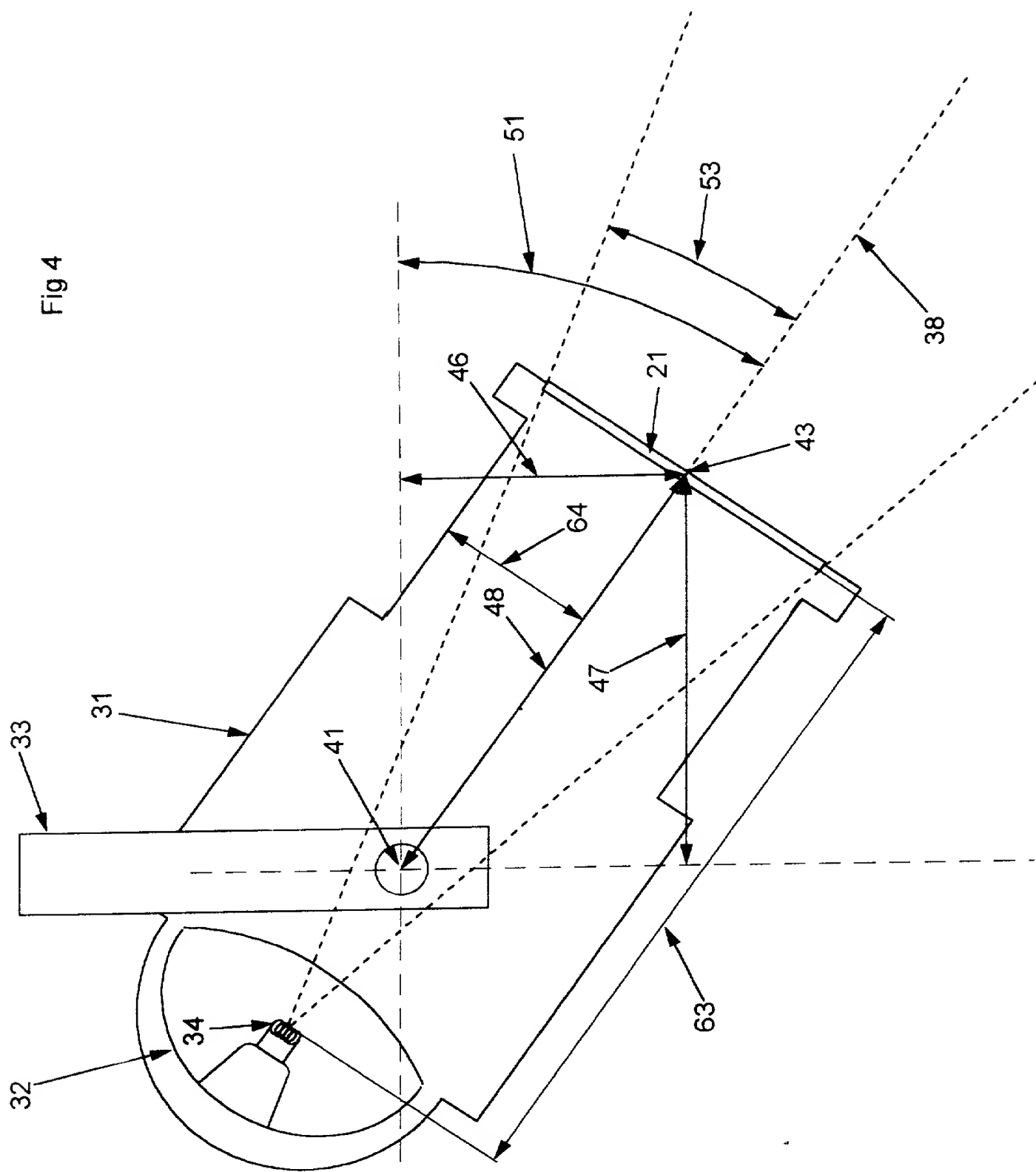


Fig 4

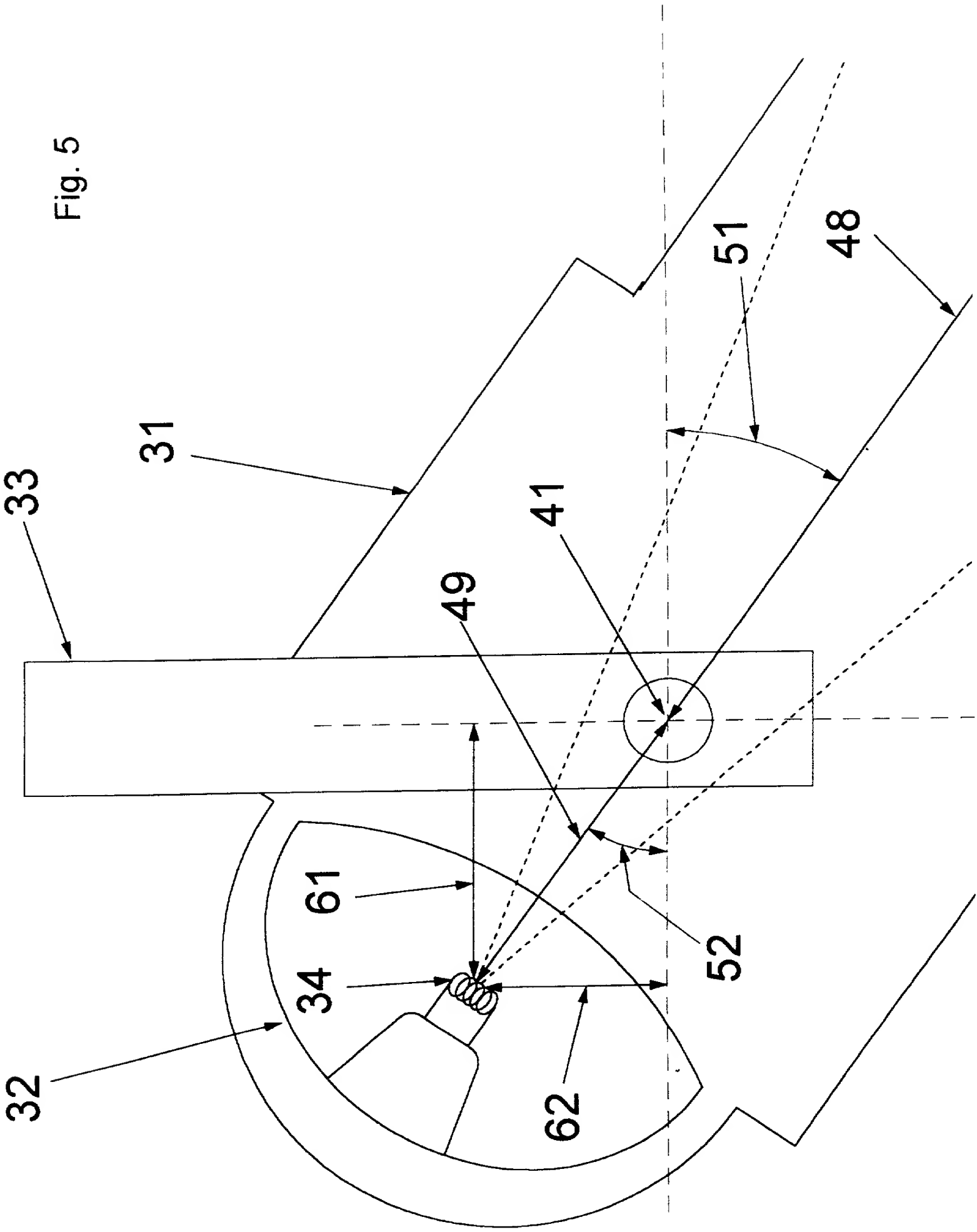


Fig. 5

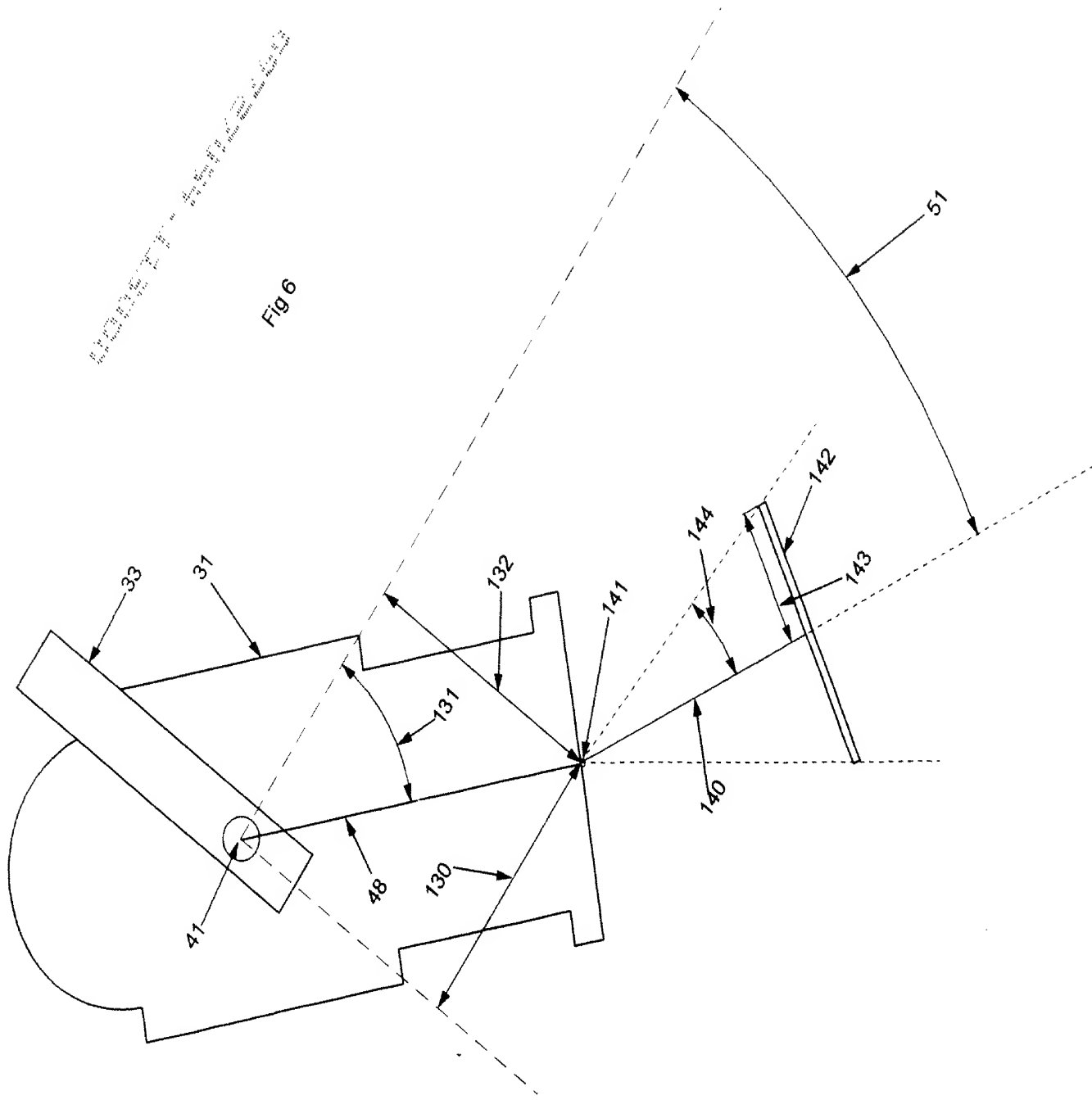


Fig 6



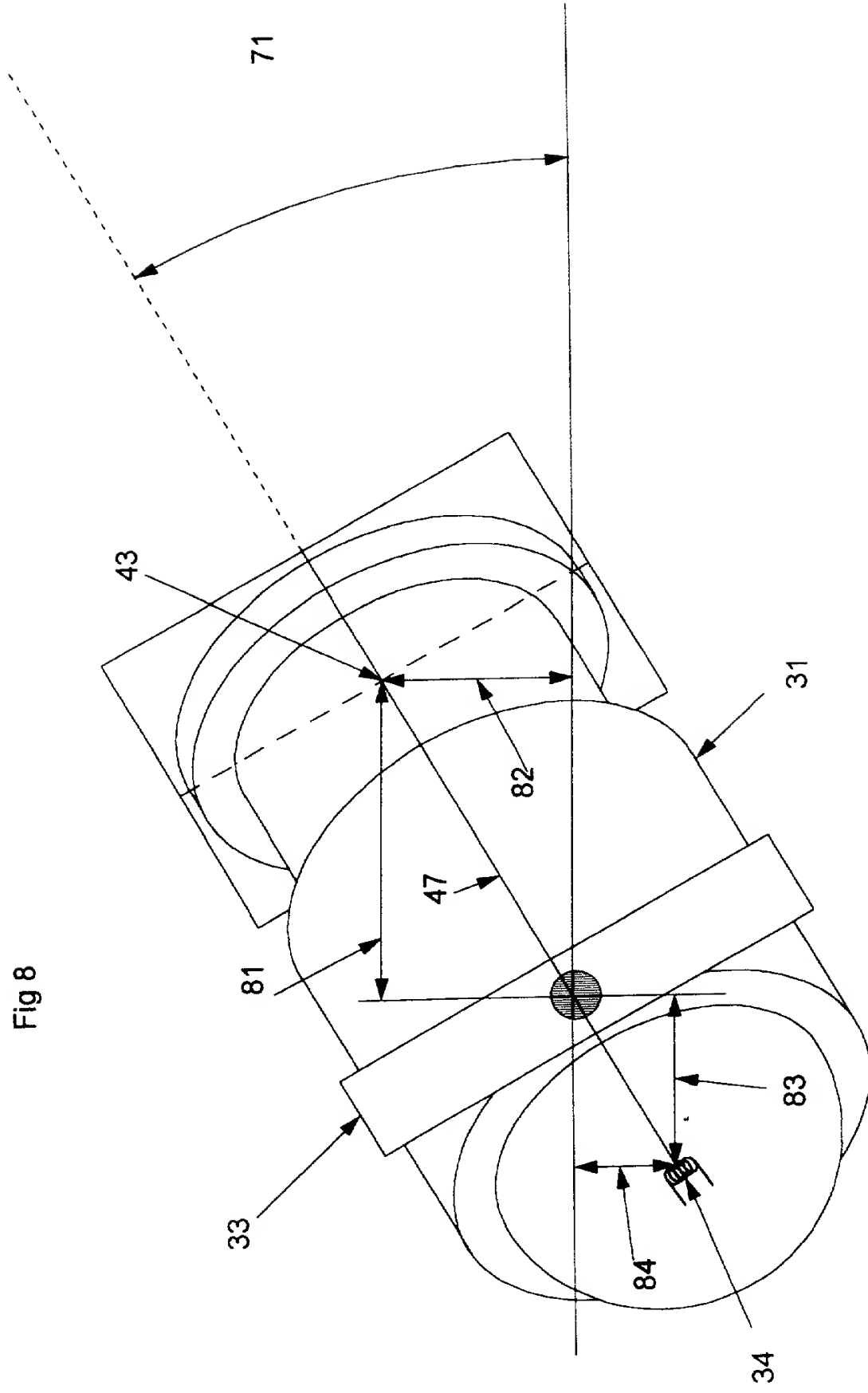
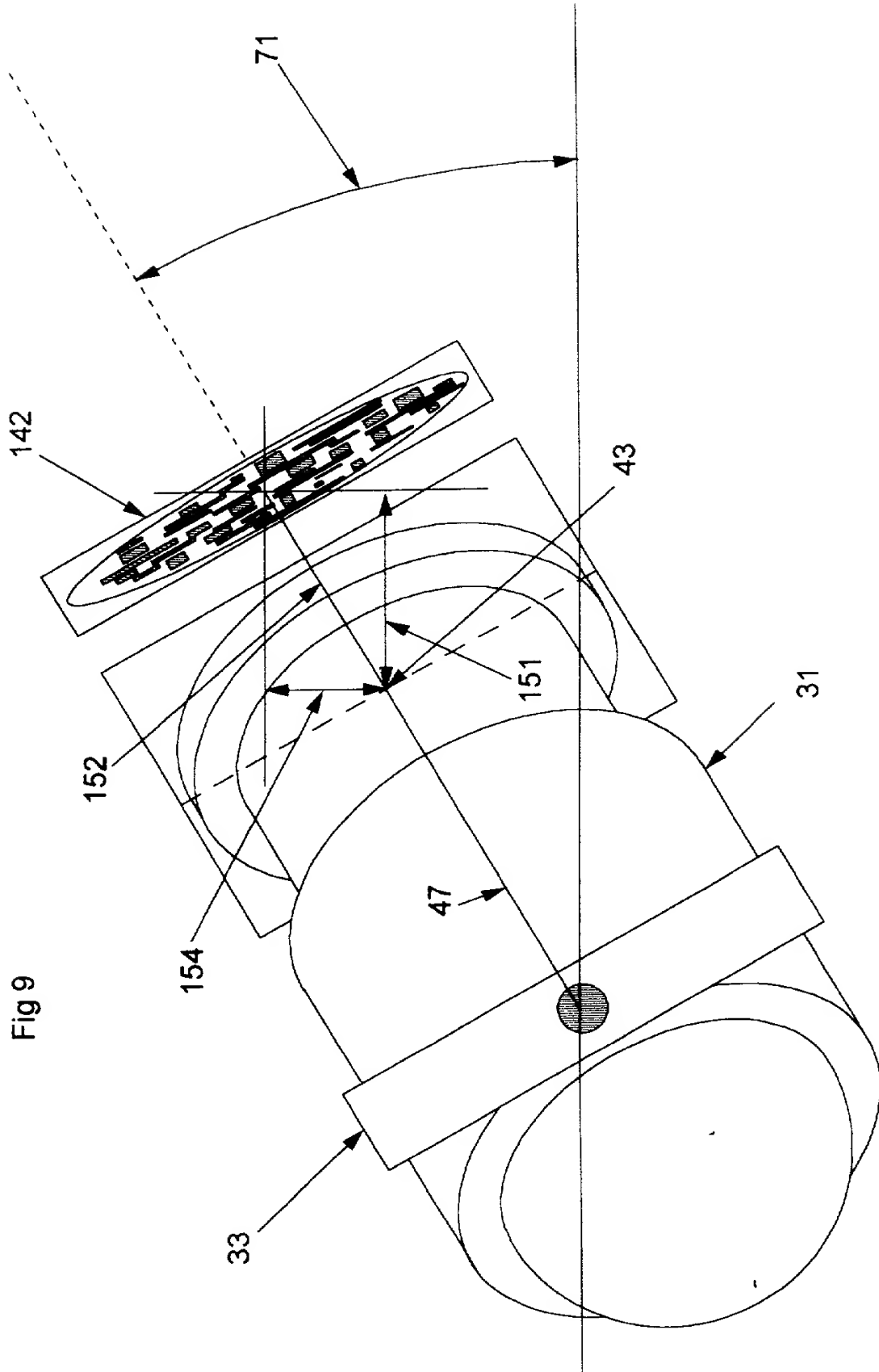


Fig 8







1. The first step is to identify the components of the system. This includes the input devices (keyboards and mice), the processing unit (the central computer system), and the output devices (monitors and printers).  
 2. Next, we need to determine the flow of data between these components. This involves understanding how data is entered, processed, and then displayed or stored.  
 3. The third step is to design the physical layout of the system. This includes deciding on the placement of the computer unit, the input devices, and the output devices to ensure efficient operation and ease of use.  
 4. Finally, we need to test the system to ensure that it is working correctly and that all components are properly integrated.

Fig. 11

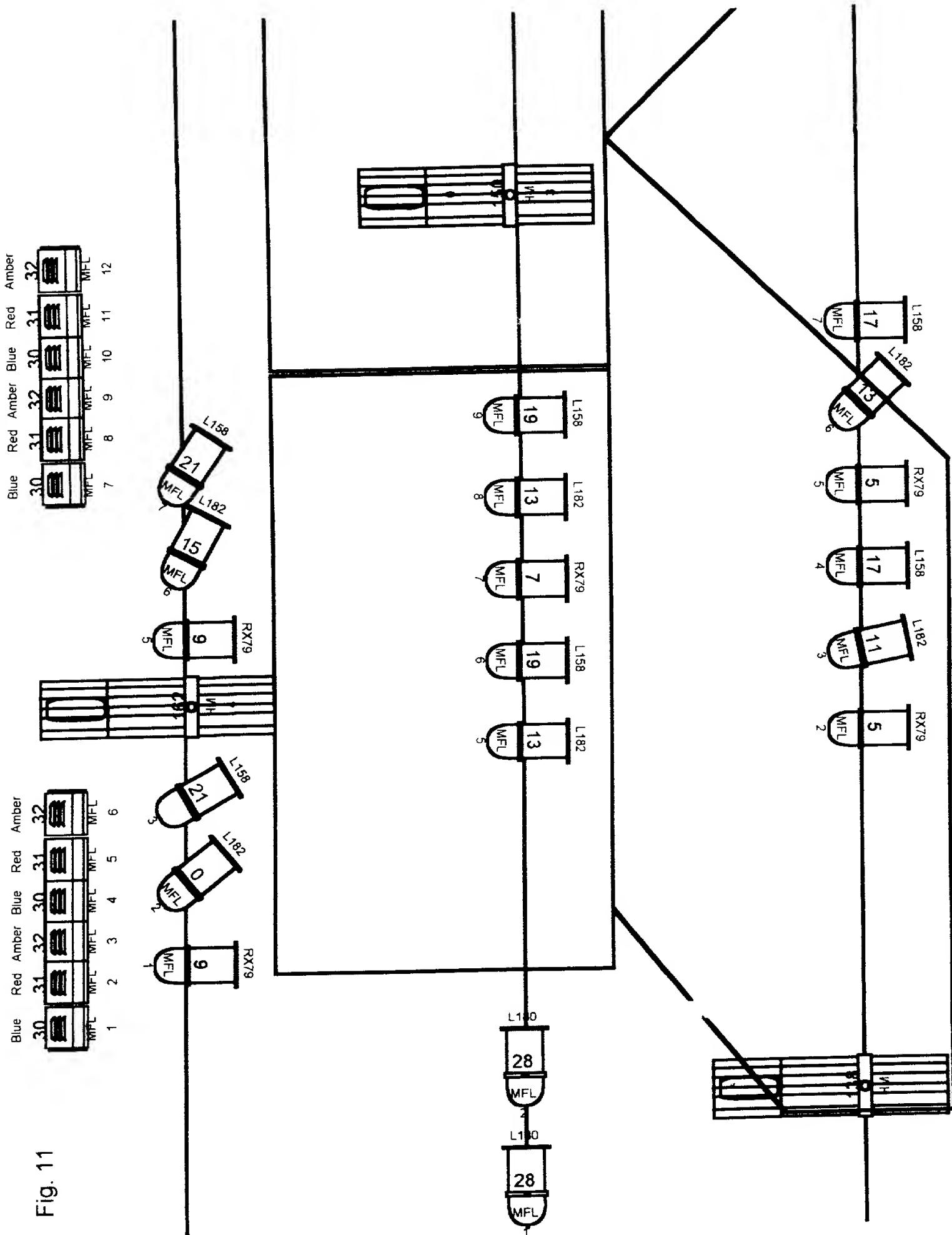


Fig. 12A

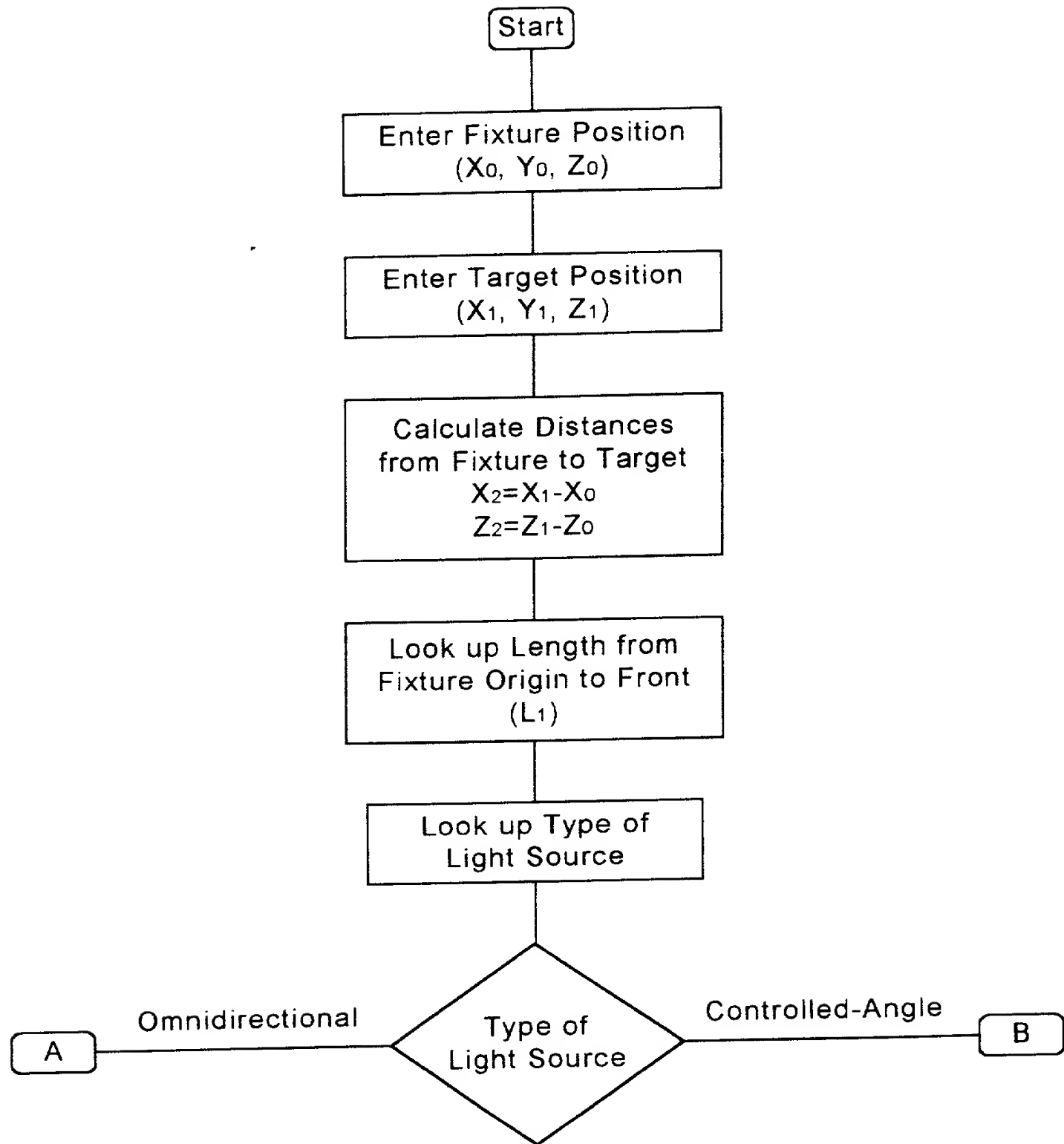


Fig. 12B

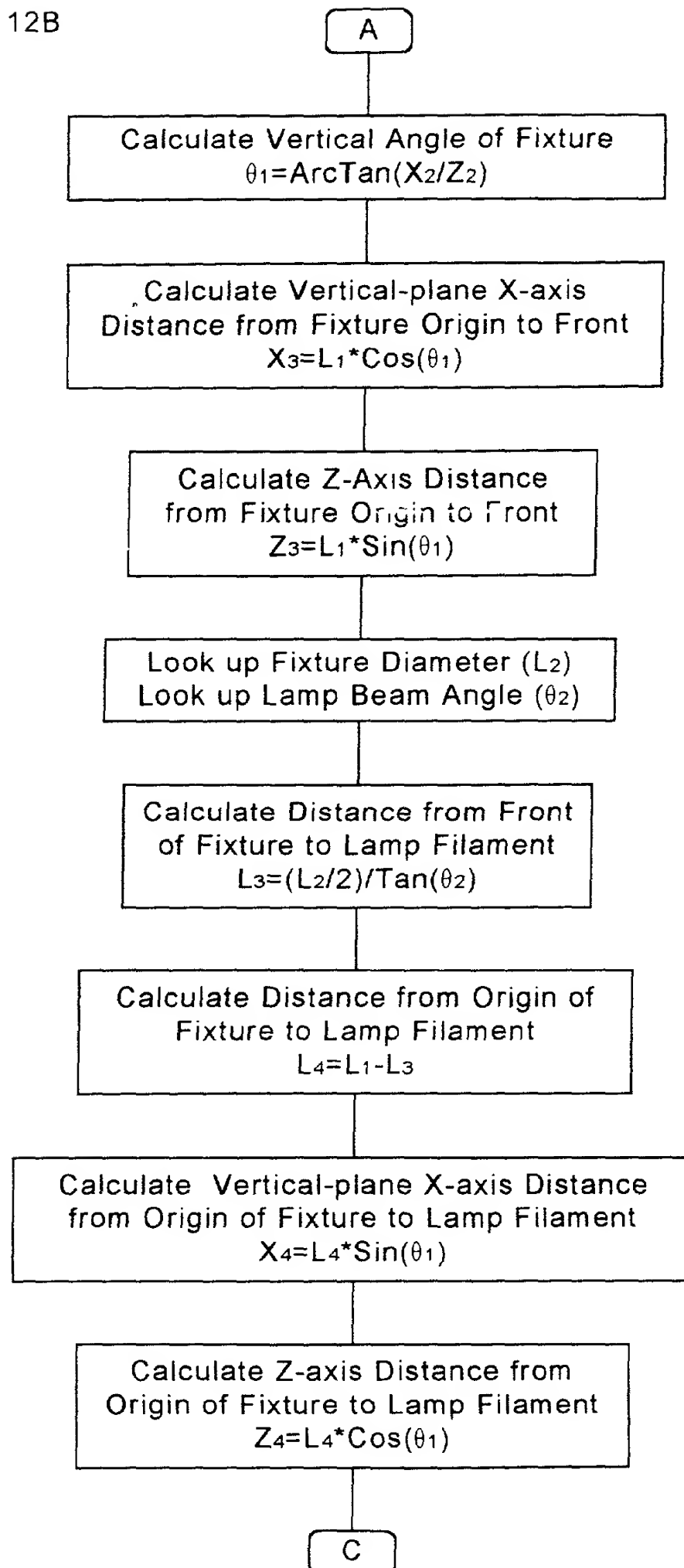


Fig. 12C

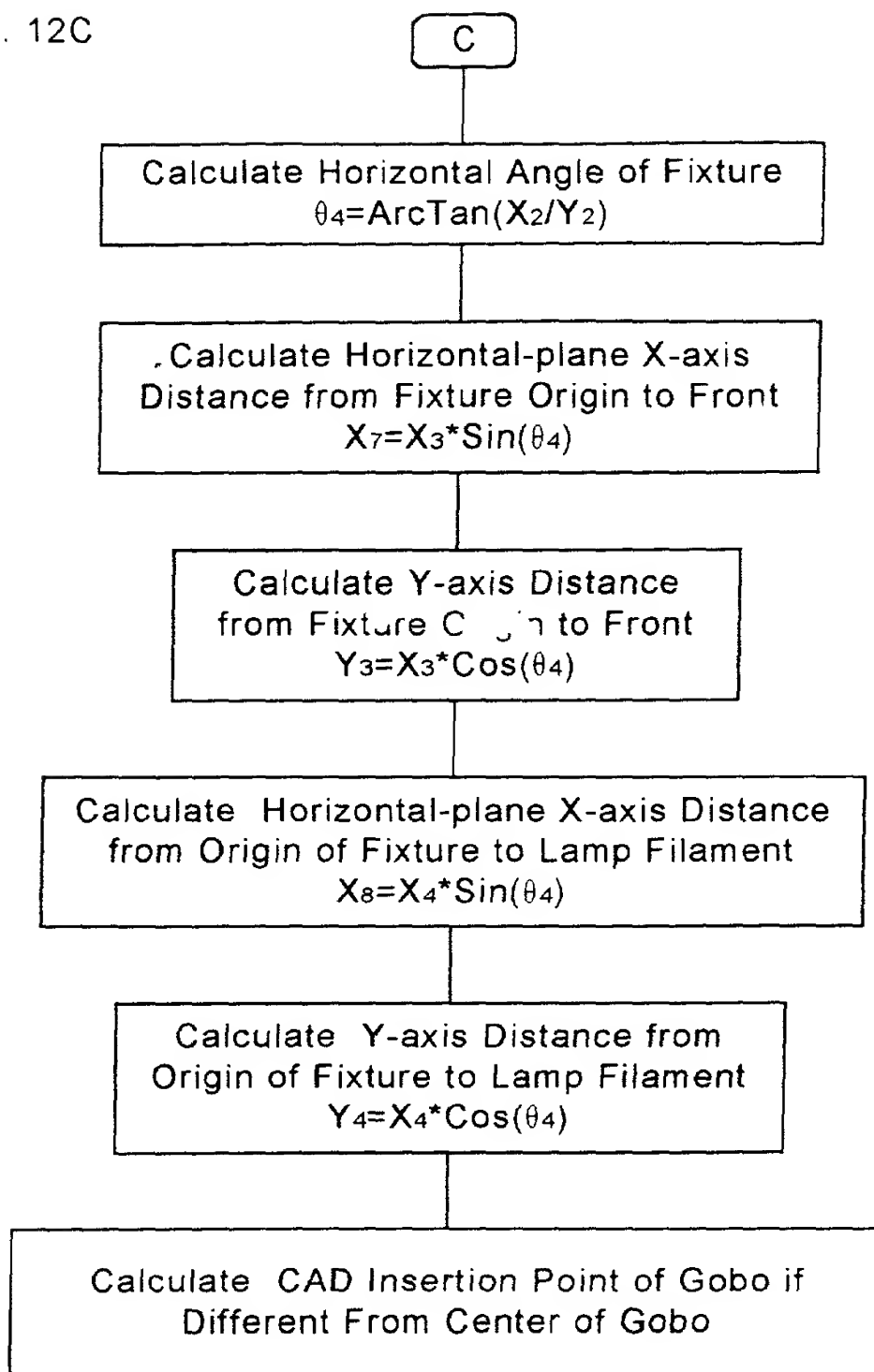


Fig. 12D

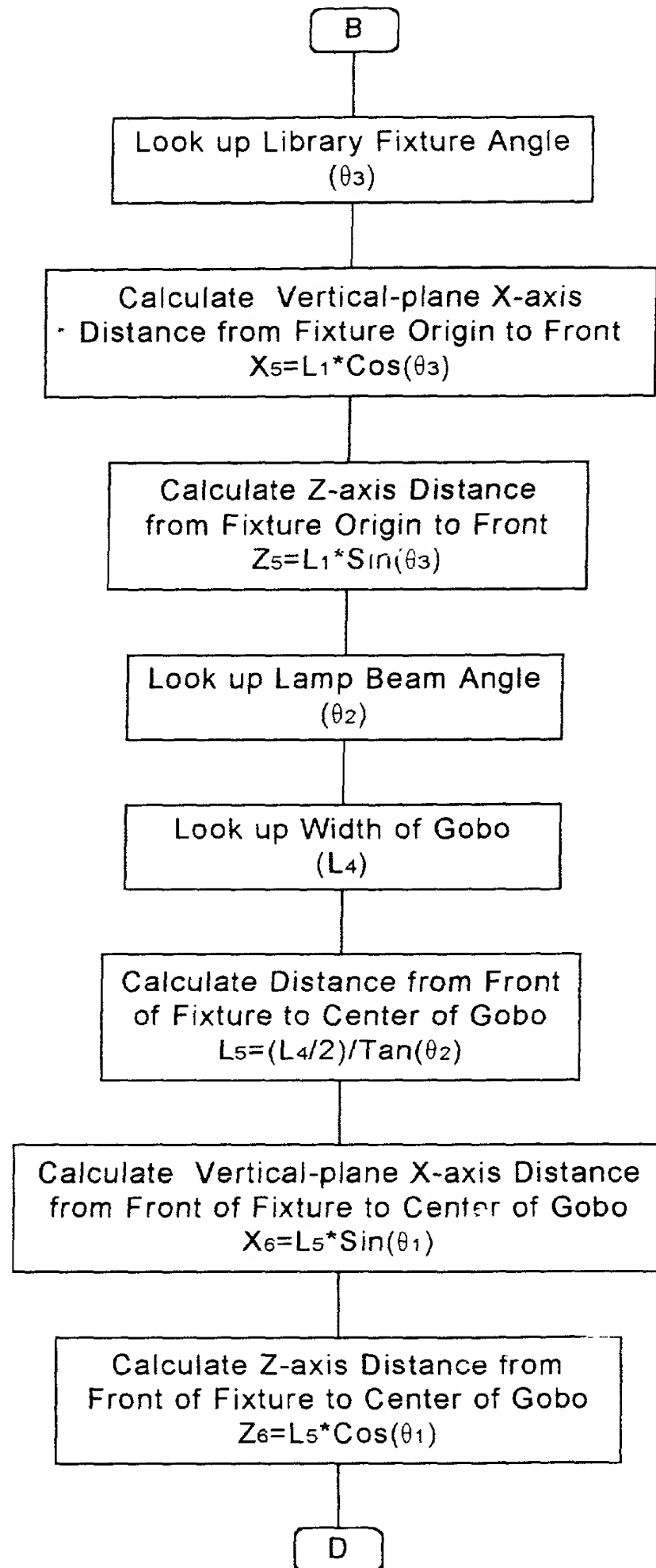


Fig. 12E

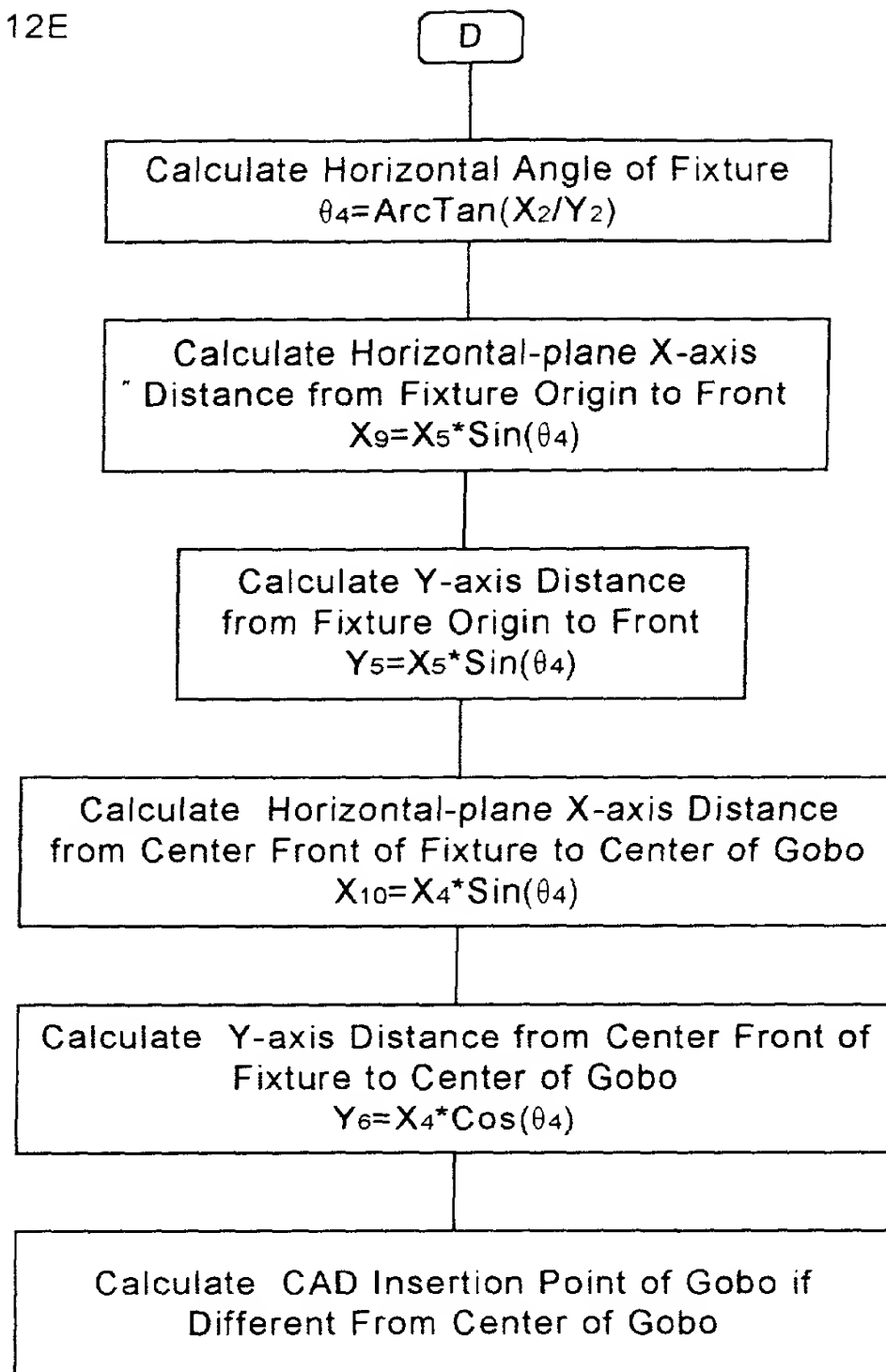




Fig. 13A

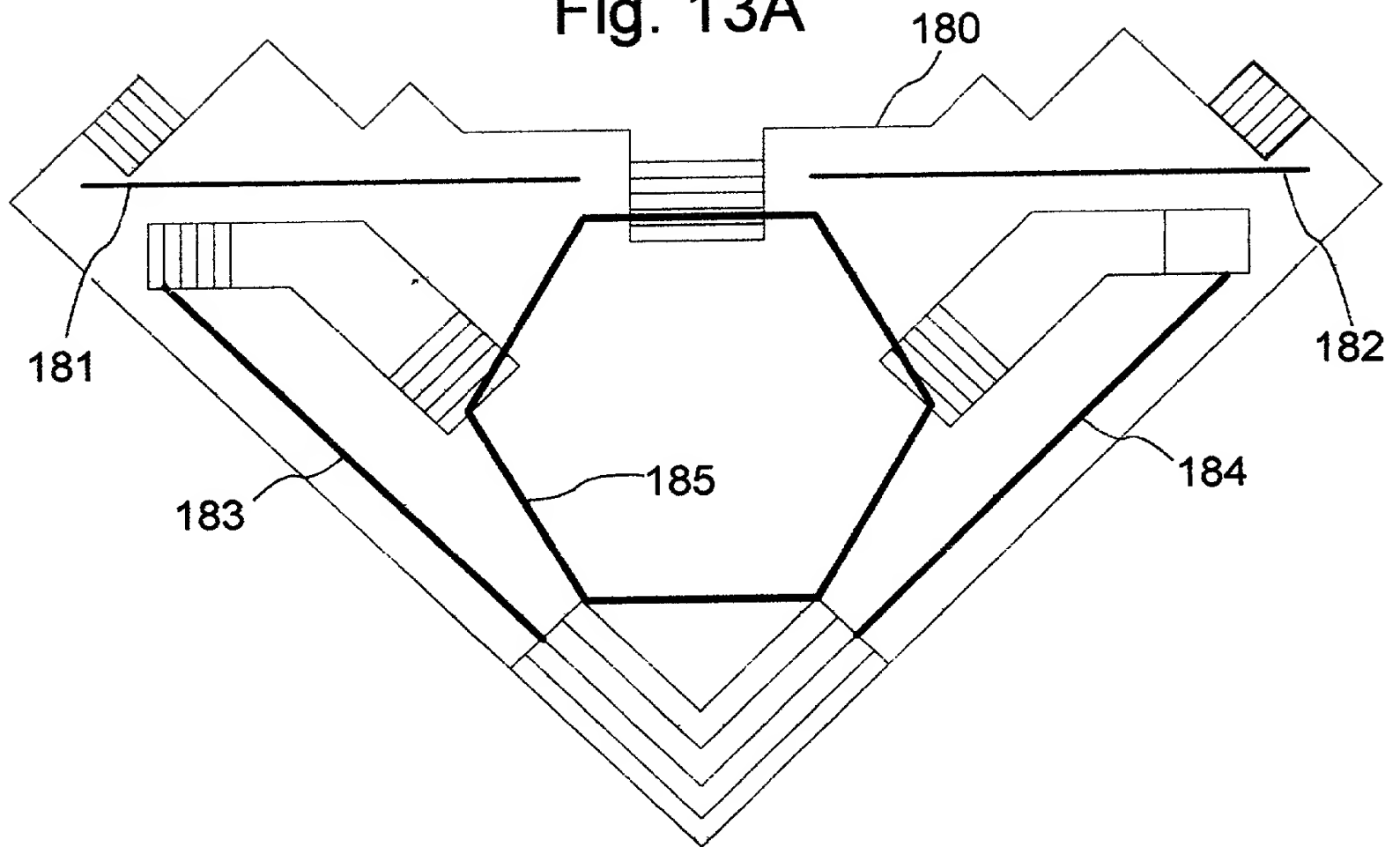


Fig. 13B

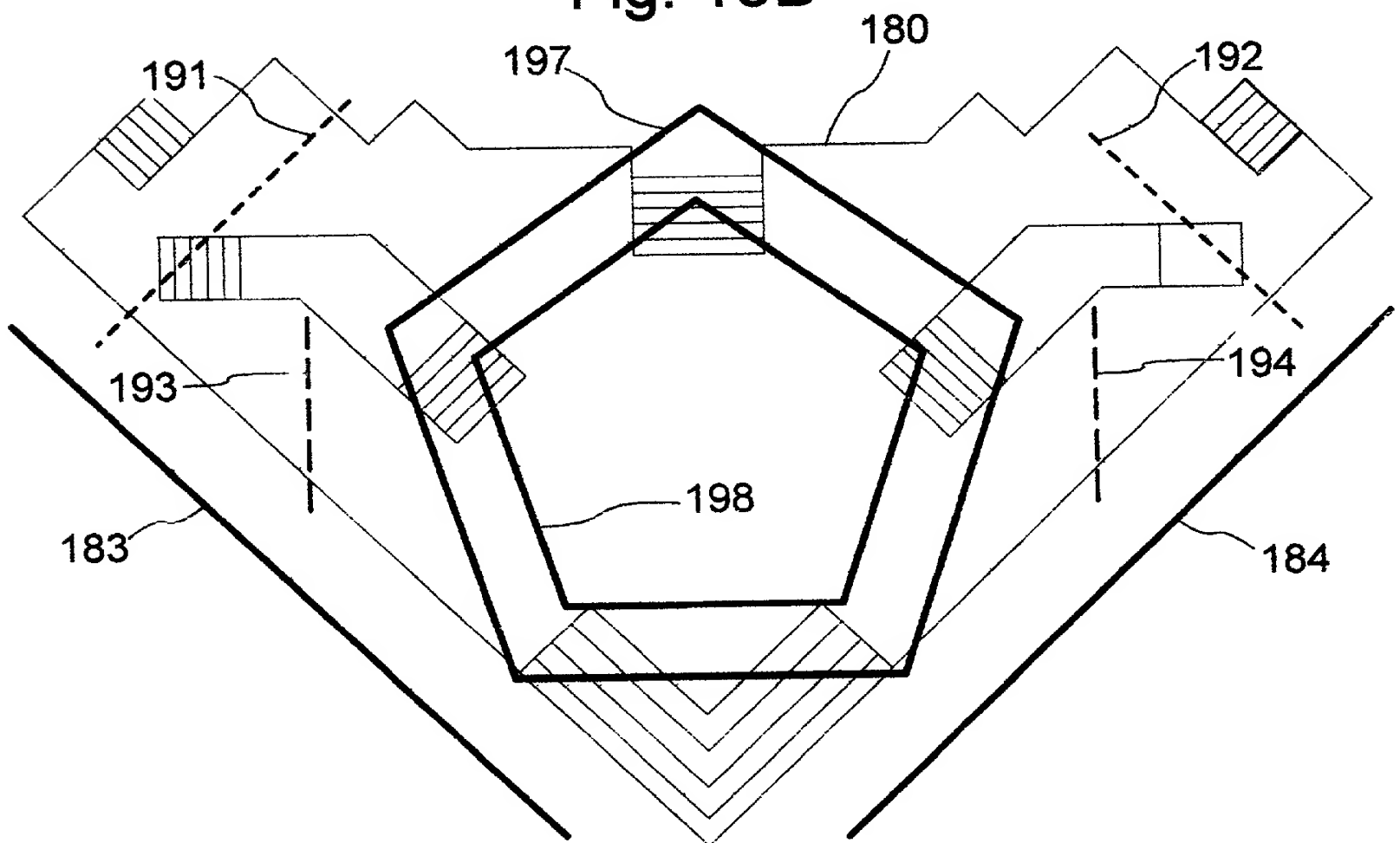


Fig. 14

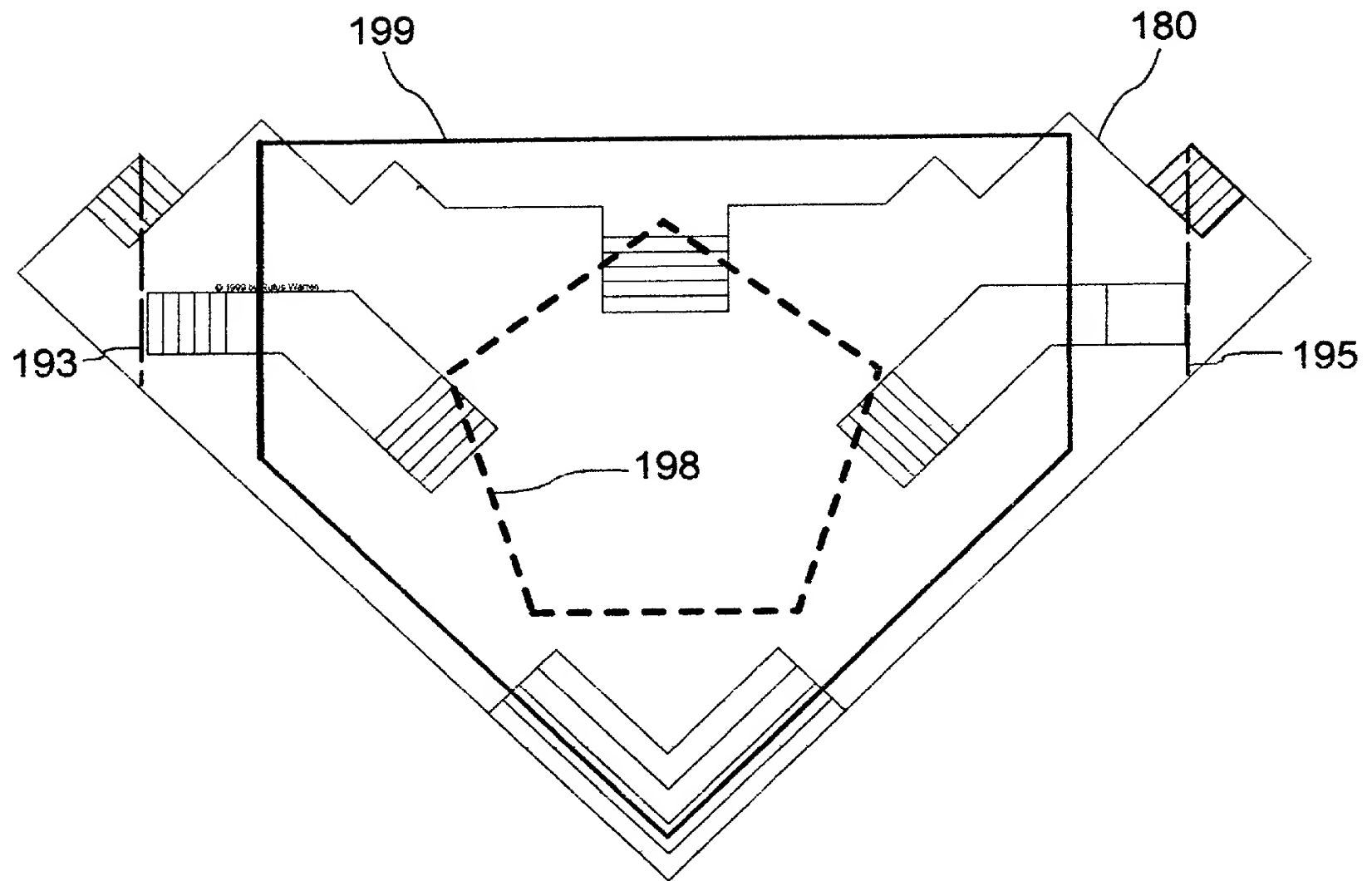


Fig. 15

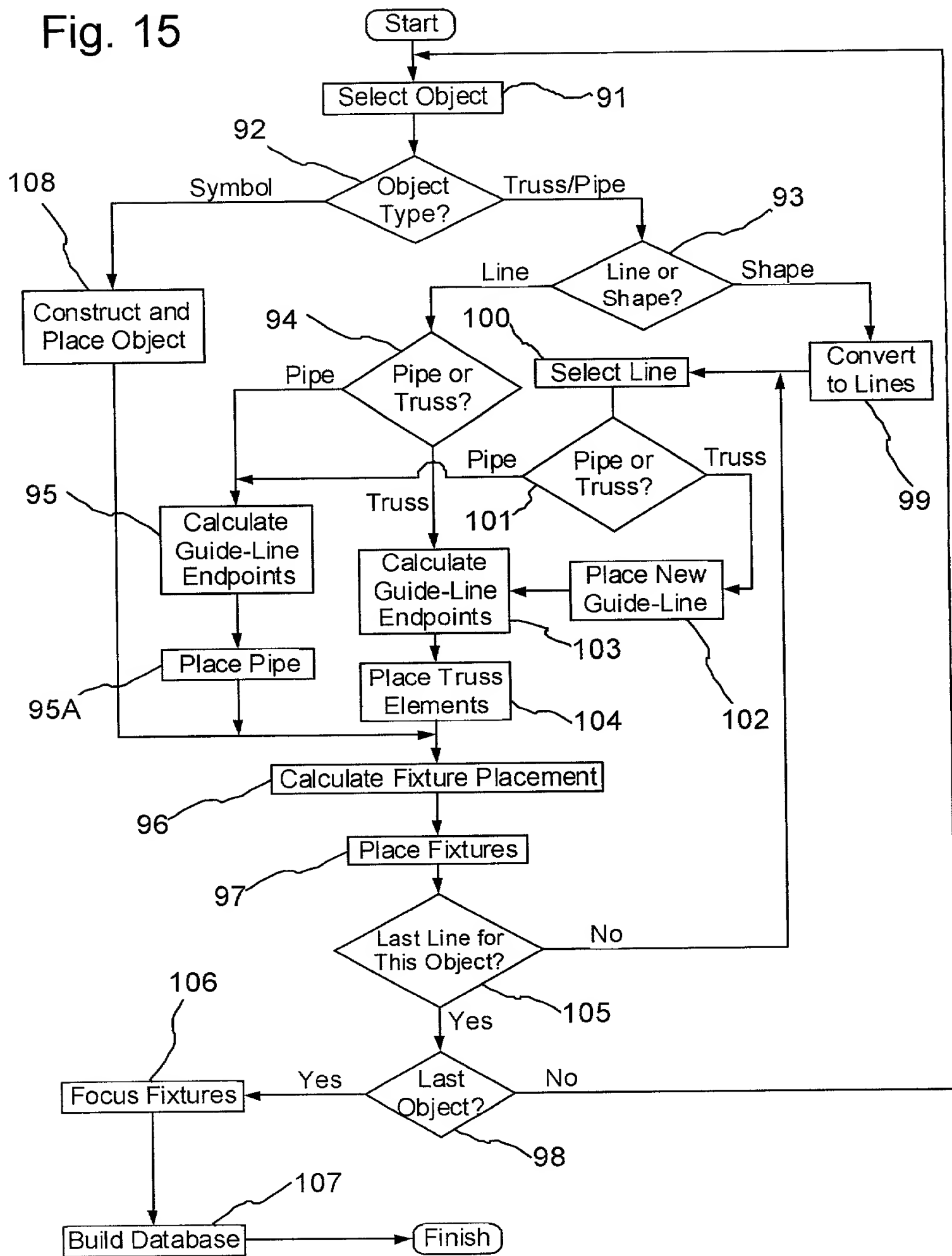


Fig. 16

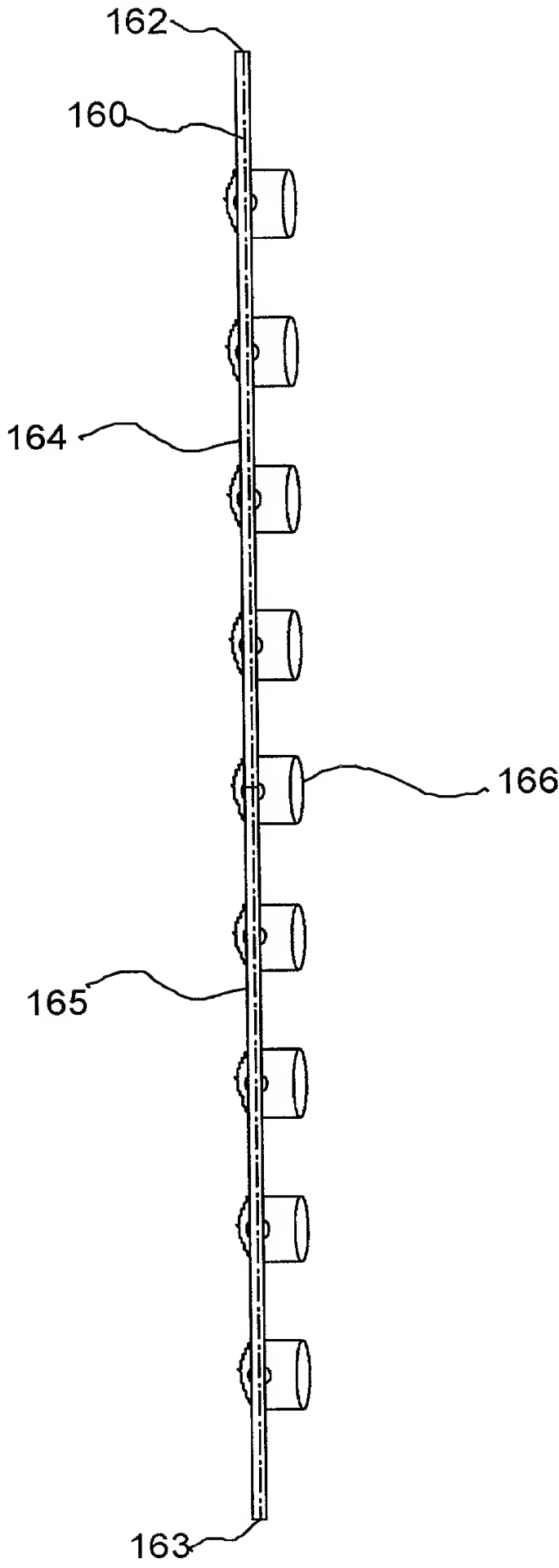


Fig. 17A

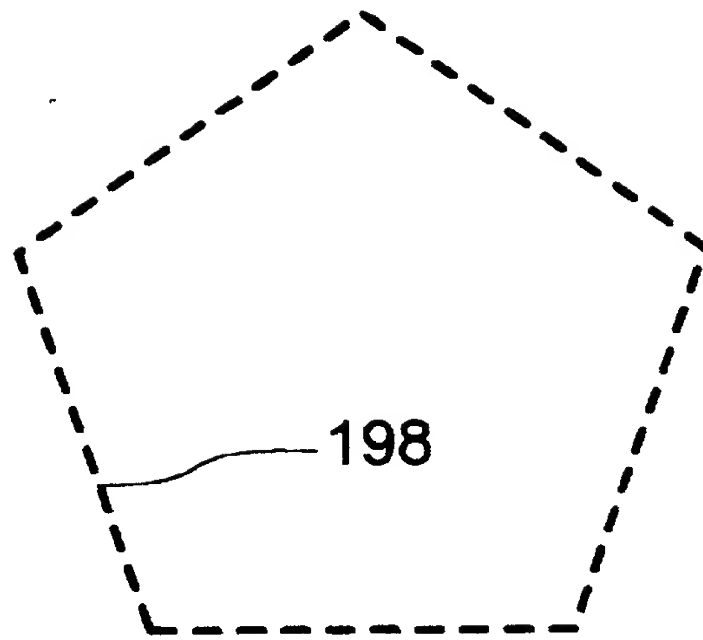


Fig. 17B

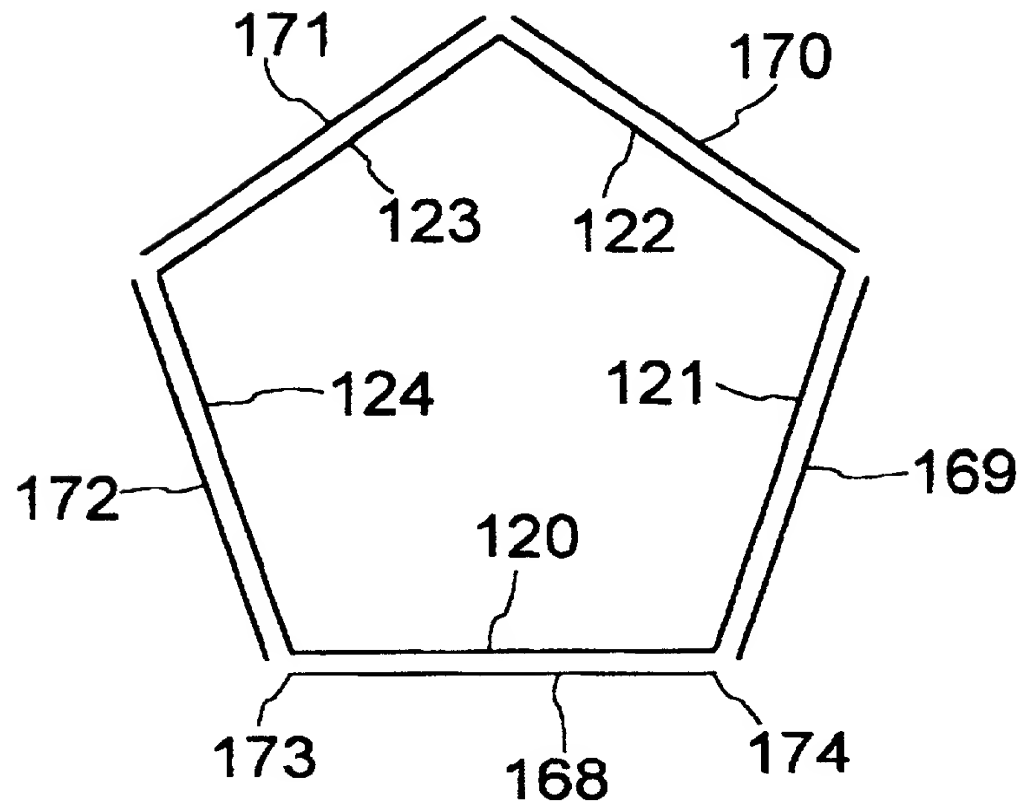


Fig. 17C

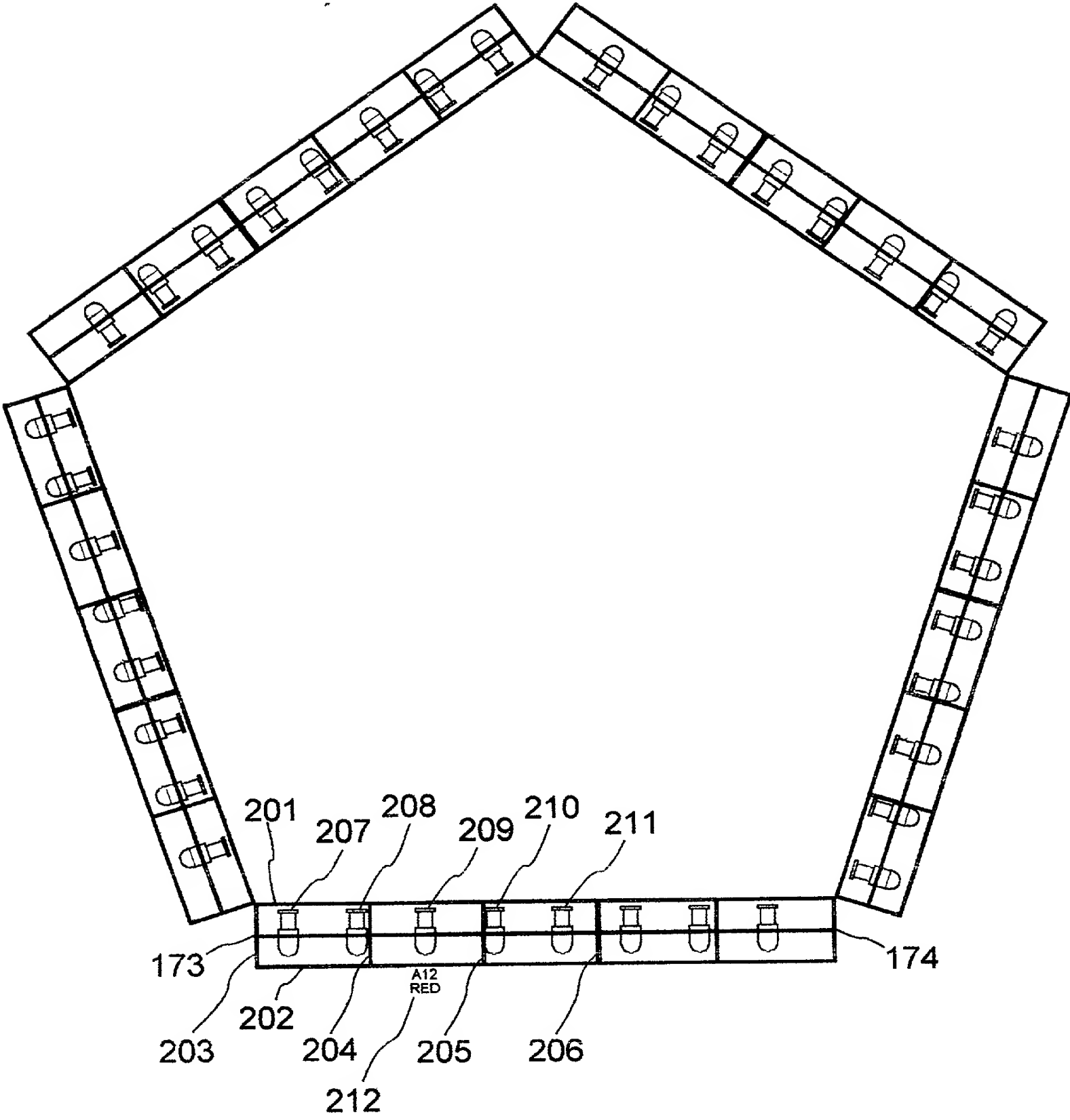


Fig. 18

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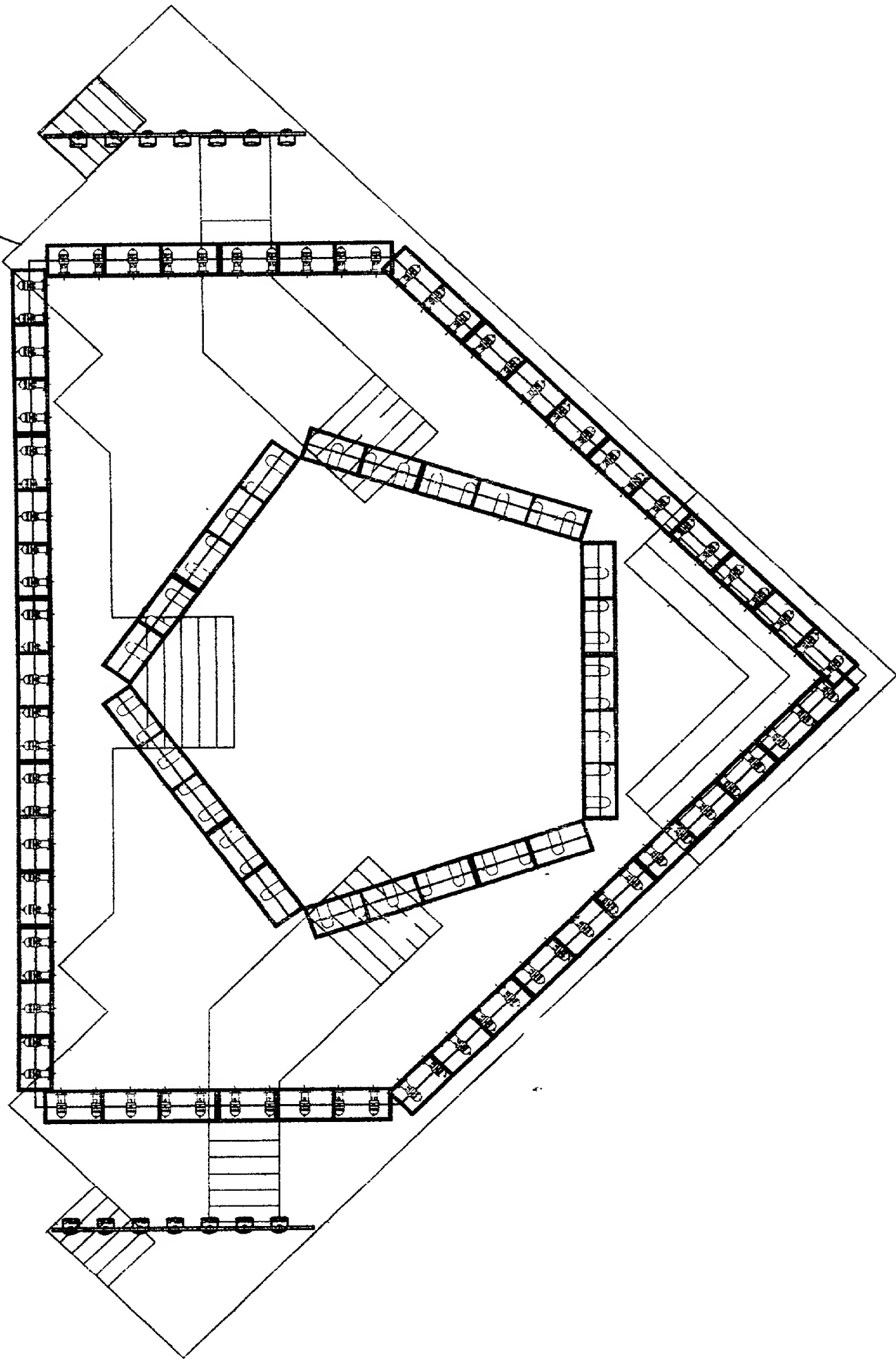
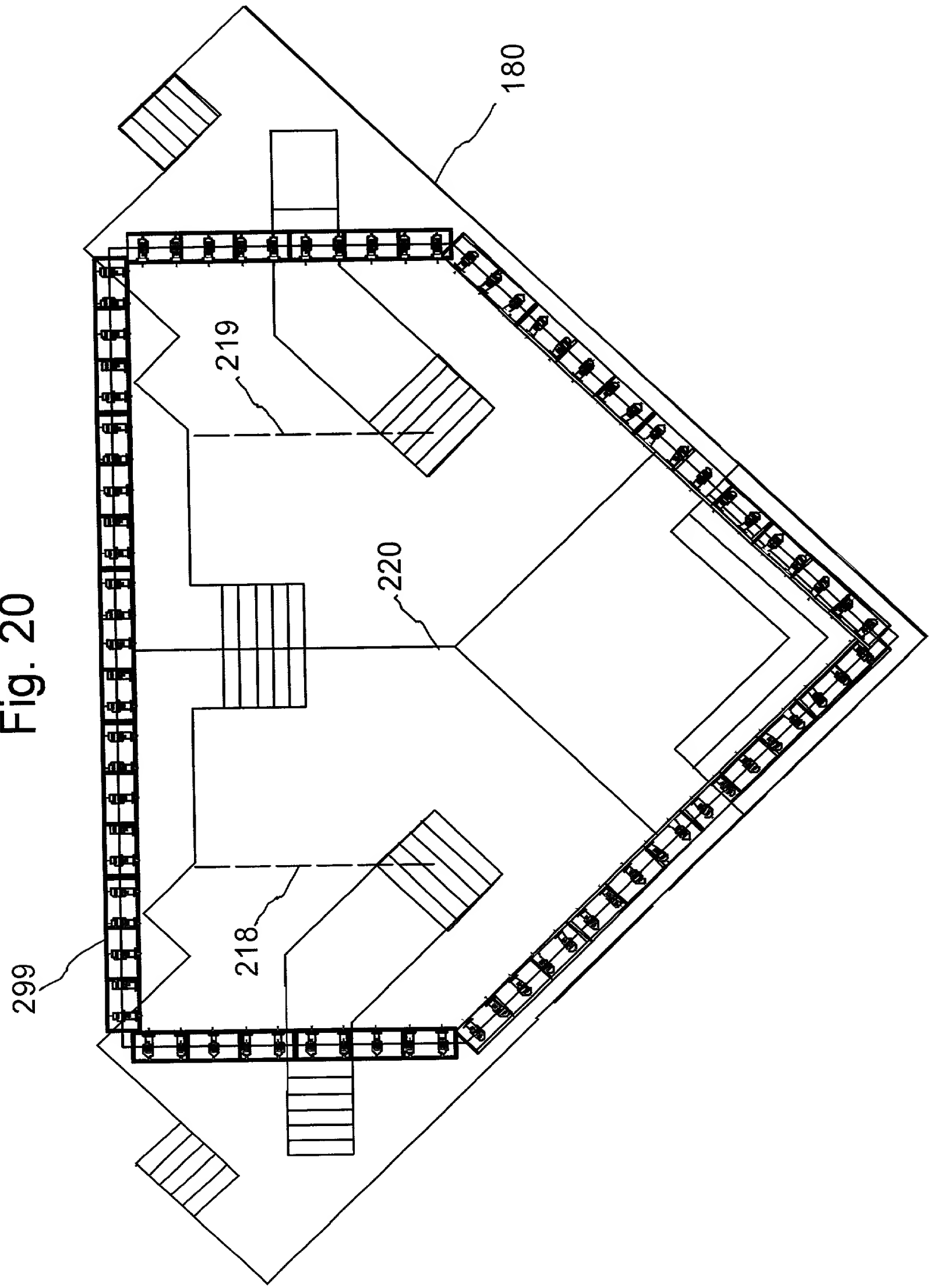


Fig. 19

| AutoBuild Options   |  |  |  |
|---|--|--|--|
| <div>Truss Type:</div> <div><div><input type="radio"/> Box Truss</div><div><input type="radio"/> Triangle Truss</div><div><input type="radio"/> I-Beam Truss</div><div><input type="radio"/> Pipe</div></div> <div><div>Height <input type="text"/></div><div>Width <input type="text"/></div><div>Diameter <input type="text"/></div></div> <div><div><input type="radio"/> Point Up</div><div><input type="radio"/> Point Down</div><div><input type="radio"/> Point to Inside Radius</div><div><input type="radio"/> Point to Outside Radius</div></div> |  |  |  |



Fig. 20



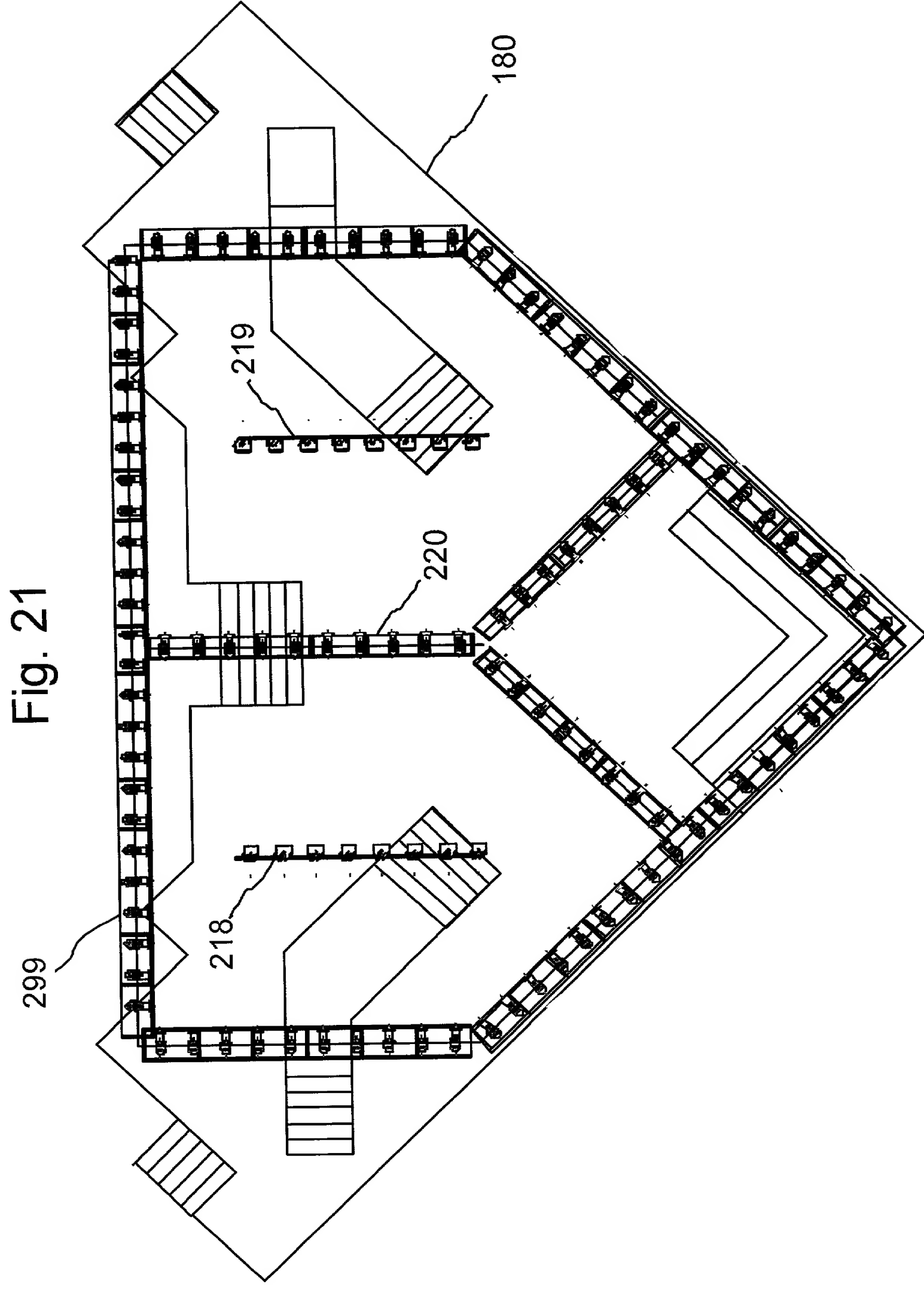


Fig. 22

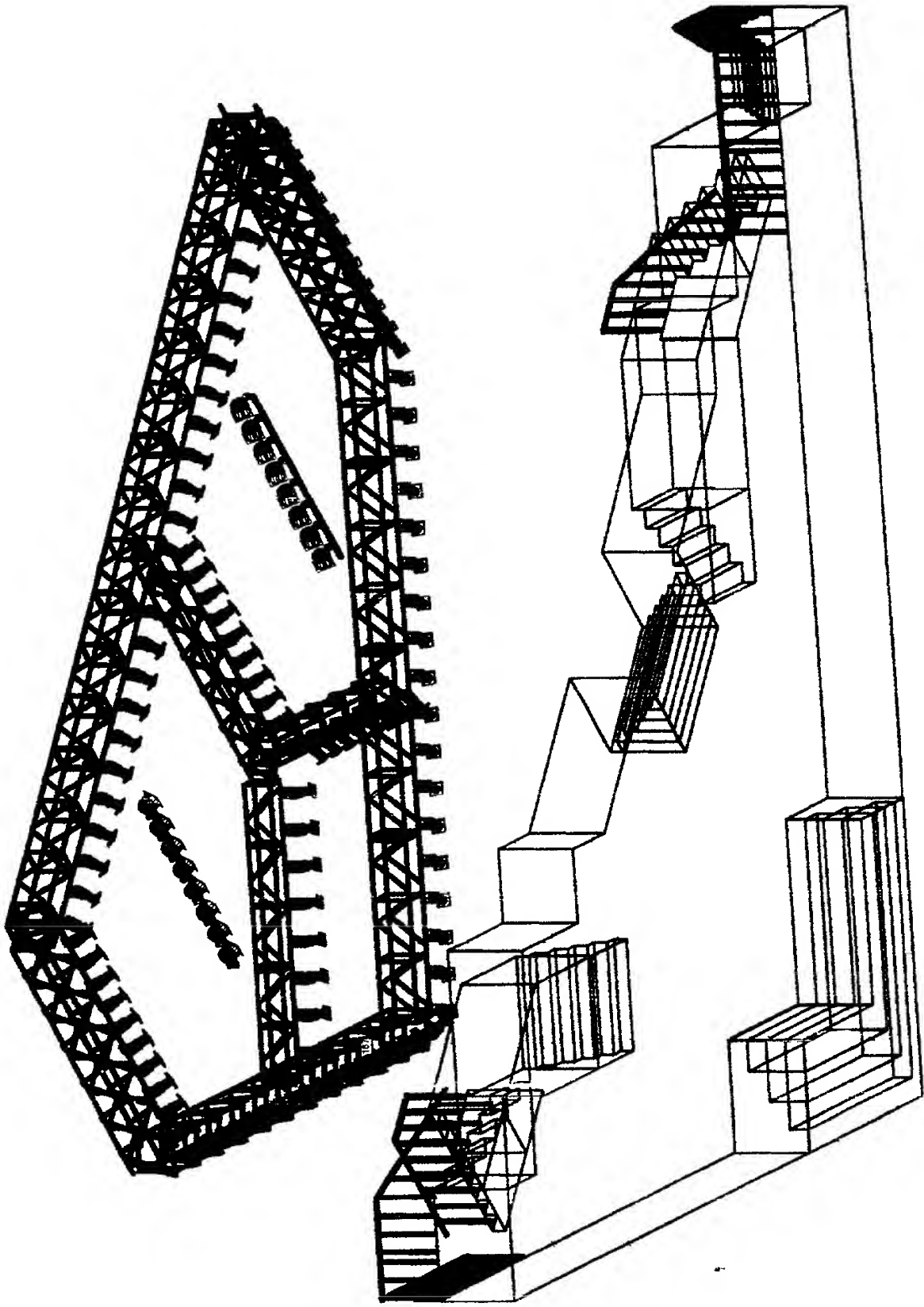


Fig. 23

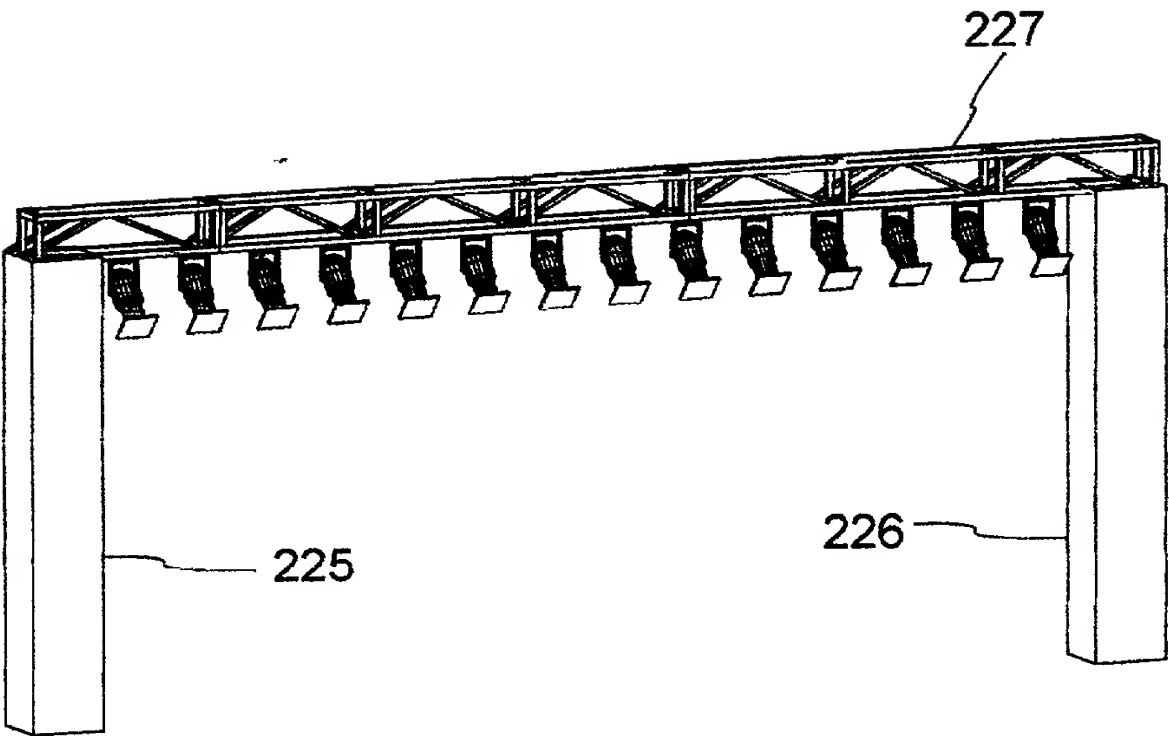


Fig. 24A

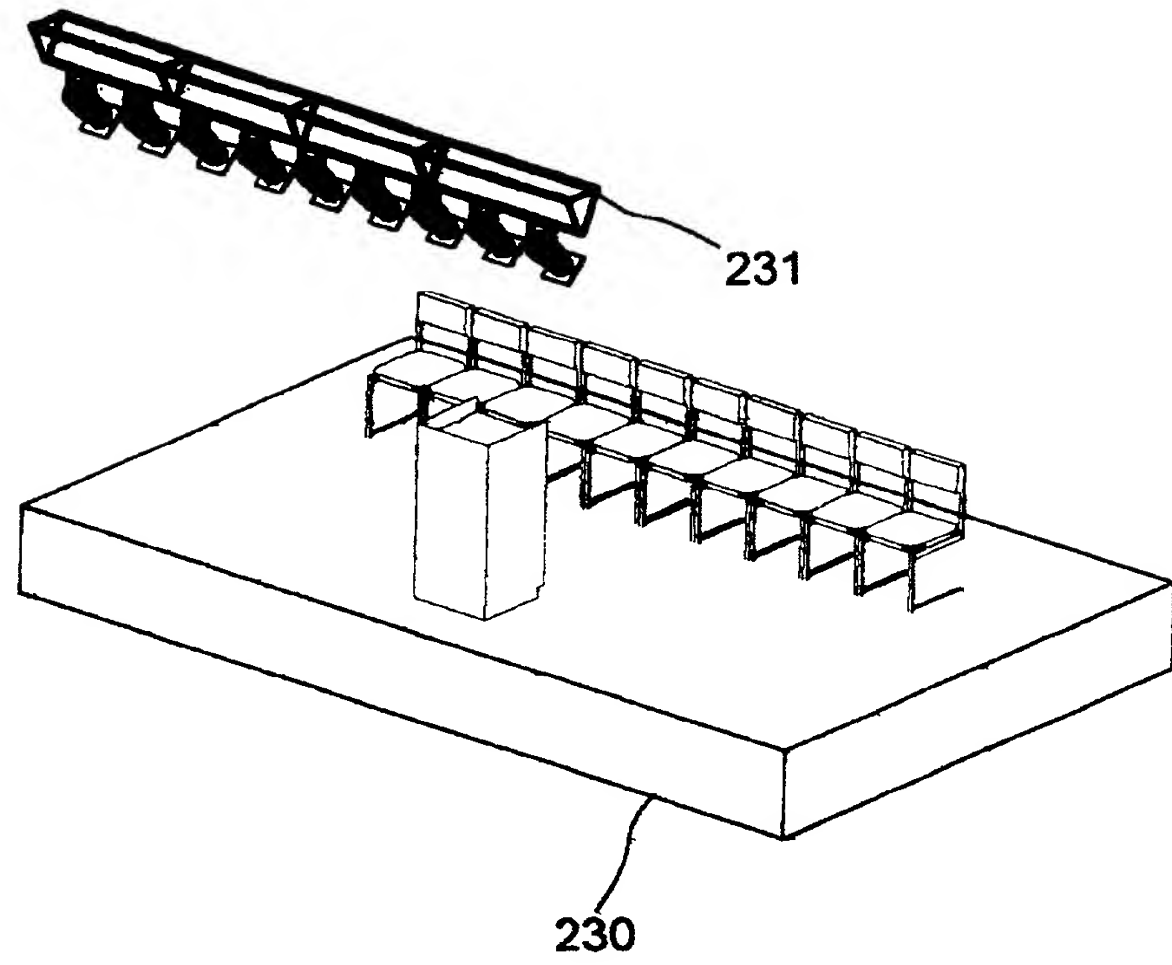


Fig. 24B

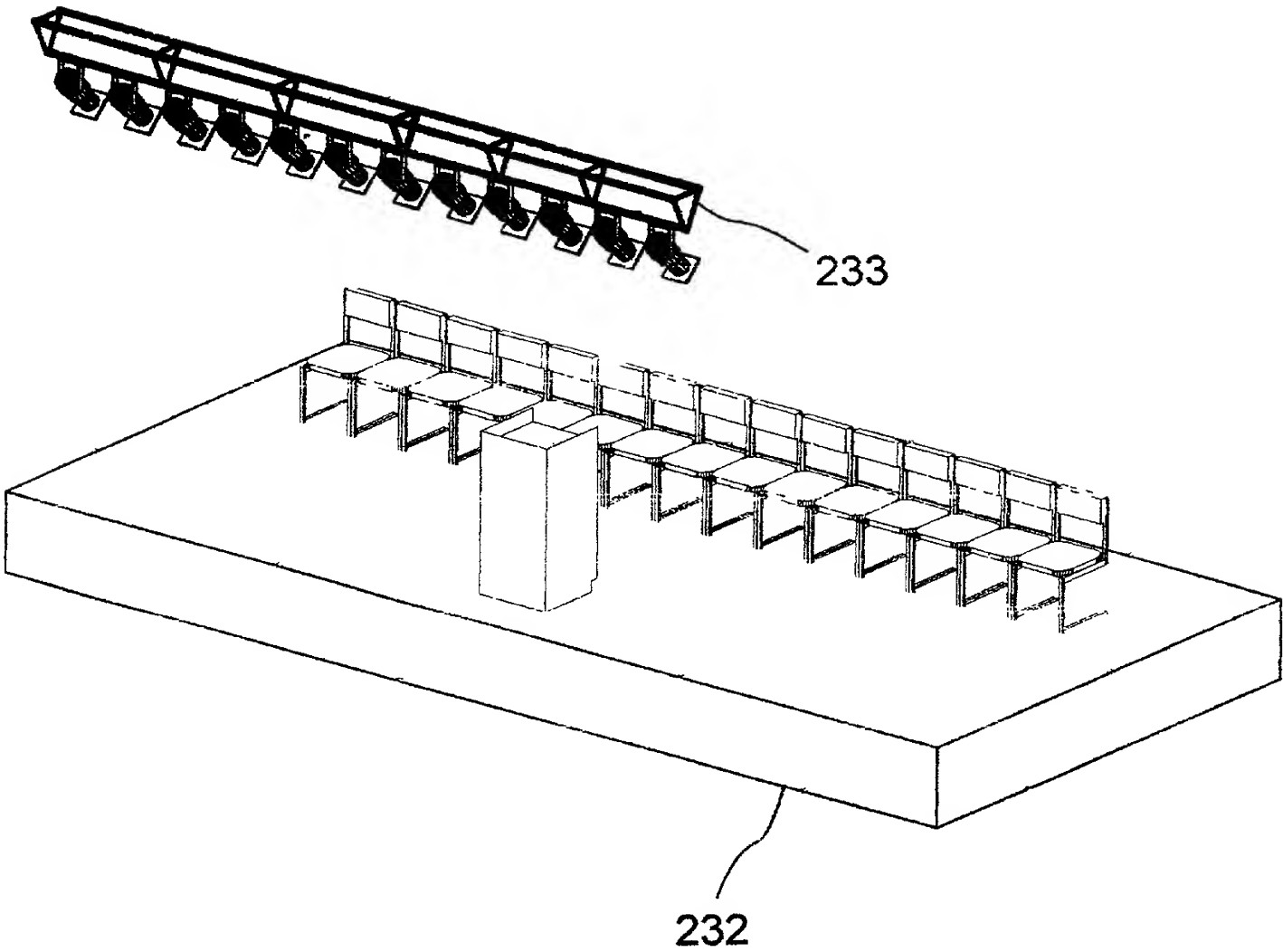


Fig. 25

| ExpressBuild Options  |  |
|---|--|
| <div>Line Type:<br/><input type="radio"/> Solid<br/><input type="radio"/> Dot<br/><input type="radio"/> Dash 1<br/><input type="radio"/> Dash 2<br/><input type="radio"/> Dash 3<br/><input type="radio"/> Dash 4</div>   | <div>Fixture Type:<br/><input type="radio"/> 6 x 9<br/><input type="radio"/> PAR 56<br/><input type="radio"/> PAR 64<br/><input type="radio"/> 12" Scoop<br/><input type="radio"/> Fresnel<br/><input type="radio"/> Other: <input type="text"/></div>               |
| <div>Line Weight:<br/><input type="radio"/> 10 Points<br/><input type="radio"/> 15 Points<br/><input type="radio"/> 20 Points<br/><input type="radio"/> 25 Points<br/><input type="radio"/> 30 Points<br/><input type="radio"/> <input type="text"/> Points</div> | <div>Truss Type:<br/><input type="radio"/> Pipe<br/><input type="radio"/> Box Truss<br/><input type="radio"/> Box Truss<br/><input type="radio"/> I-Beam Truss<br/><input type="radio"/> Triangle Truss<br/><input type="radio"/> Custom: <input type="text"/></div> |

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